Pixel Prototype Player Sprites

Sprites

The sprites for each animation is included in the Art/Sprites folder. Each animation has its frames as separate PNGs, each within it's own file.

You can find the source Aseprite animation files under the Art/Aseprite folder, which contains the PlayerBaseAnimations (which includes the base actions like idle, run, crouch etc.) and the PlayerCombatAnimations (which includes all combat animations).

Animations

You can find the pre-made animation clips inside the Art/Animations folder, where each animation is turned into a clip, if you would like to use it this way instead.

Demo Scene

The demo scene is in the Demo/DemoScene folder and allows you to view the animations in action.

You can use the left arrow and right arrow keys or A and D to scroll left and right to step through the animations. All of the animations here are looped.

Support

Contact me at deadrevolvermusic@gmail.com if you have any questions or are experiencing any issues and I will be more than happy to help.